

# THE INTERNATIONAL PROTECTION AGENCY

A multi-national secret agency that investigates and deals  
with paranormal threats to earth.



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Requires the use of the d20 Modern(tm)  
roleplaying game, published  
by Wizards of the Coast, Inc.



A Mini-Campaign setting  
by Christopher Beyette

# The I.P.A.

## What is the I.P.A.?

The I.P.A., also known as The International Protection Agency, is an organization that was put together by the United Nations Security Council to protect Earth from possible threats of all kinds. This protection mainly falls under Paranormal threats, be they alien, terrestrial or extra dimensional in nature.

This agency is a highly secretive organization. Very few people even in the United Nations know of its existence. However, the major intelligence agencies of the United States and the royal intelligence service in Canada and Great Britain do know it exists but cannot make it public. The main reason for this is that the only true way this agency can work properly and do its job correctly is to operate outside the bureaucracy of the countries that the agency works in. The main objectives of the I.P.A. are to investigate, report, collect evidence, and, in extreme cases, stop or destroy Paranormal activities.

The I.P.A. has many bureaus throughout the world in most major U.N. countries. Every Bureau is well hidden and well equipped with all the necessary tools that agents need for proper investigation and problem handling. The Bureau complex in these countries is always built to certain security specs. and requires a retinal and dna confirmation to gain entry. All complexes have offices for the agents, an armoury, a lab and support personnel.

These buildings also have extensive computer technology as well as spy and surveillance equipment. Each complex is in contact with the other complexes via the I.P.A. satellite.

The I.P.A. has approximately 175 bureaus around the world in 75 countries, easily covering the world's paranormal anomalies. The organization has many different departments that work together to keep paranormal activity in check and to keep a constant knowledge of what is happening. The major departments are all important and have some of the best minds working within the ranks.

## The Departments

### Technological Research and Engineering

This department is responsible for developing and fabricating new technology that can be utilized by the I.P.A. for its many functions. They create new computer and software technology as well as the many gadgets that the field operatives use. They are responsible for developing and modifying the many aircraft and ground vehicles in use by the organization.

One of the main functions of this department is to reverse engineer any alien technology that may be recovered by the field operatives and to try to adapt this for the organization's use. The modifications to the SR-71 Blackbirds and the development of the surface to space rocket plane was a result of some recovered alien tech. Many different types of weapons have been developed here as well for use by agents. The main laboratory is located in the mega complex in Manitoba but all bureaus have lab facilities for this department. Agents who get involved in this area of the I.P.A. are wizards at electronic and mechanical engineering.

### Medical/Biological Research and Xenology

Simply put, this department researches everything that has to do with medical/biological sciences and catalogs any alien life forms that may be found or captured. The main lab areas for this department are in the Canadian mega complex but each bureau has some lab facilities for any medical agents to use in the field. Research into human genetics and cyber technology has become one of the major fields of research for this department. Most agents who become involved in this area of the I.P.A. are doctors and scientists.

### Investigations Department

This is the largest and most straight forward department in the I.P.A. It mainly consists of field agents who follow up on any strange happenings around the world.